Today's Agenda

- ML Development Workflow
  - Emacs
  - Using use
  - The REPL

- More ML
  - Shadowing Variables
  - Debugging Tips
  - Boolean Operations
  - Comparison Operations

Emacs

- Recommended (not required) editor for this course
- Powerful, but the learning curve can at first be intimidating
- Helpful resources
  - CSE 341 Emacs Guide
  - Emacs Cheat Sheet
  - Emacs Reference Card
  - UW's (OLD?) Emacs Tutorial
  - Google it!
  - Course staff, or ask around in the labs

Quick Emacs Demo

Image credit: http://earlcolour.deviantart.com/art/emacs-user-at-work-195326745

Using use

use "foo.sml";

- Enters bindings from the file foo.sml
  - Like typing the variable bindings one at a time in sequential order into the REPL (more on this in a moment)
- Result is () bound to variable it
  - Ignorable
The REPL

• Read-Eval-Print-Loop is well named

• Conveniently run programs
  – Useful to quickly try something out
  – Save code for reuse by moving it into a persistent .sml file

• Expects semicolons

• For reasons discussed later, it’s dangerous to reuse use without restarting the REPL session

Try to Avoid Shadowing

• Shadowing can be confusing and is often poor style

• Why? Reintroducing variable bindings in the same REPL session may:
  – make it seem like wrong code is correct; or
  – make it seem like correct code is wrong.

Using a Shadowed Variable

• Is it ever possible to use a shadowed variable? Yes! And no...

• It can be possible to uncover a shadowed variable when the latest binding goes out of scope

Shadowing of Variable Bindings

val a = 1; (* a -> 1 *)
val b = a; (* a -> 1, b -> 1 *)
val a = 2; (* a -> 2, b -> 1 *)

1. Expressions in variable bindings are evaluated “eagerly”
   – Before the variable binding “finishes”
   – Afterwards, the expression producing the value is irrelevant

2. Multiple variable bindings to the same variable name, or “shadowing”, is allowed
   – When looking up a variable, ML uses the latest binding by that name in the current environment

3. Remember, there is no way to “assign to” a variable in ML
   – Can only shadow it in a later environment
   – After binding, a variable’s value is an immutable constant

Try to Avoid Shadowing

val x = "Hello World";  (* is this a type error? *)
val x = 2;              (* is this 4 or a type error? *)
val res = x * 2;        (* is this 4 or a type error? *)

val x = "Hello World";
fun add1(x : int) = x + 1; (* shadow x in func body *)
val y = add1 2;
val z = x^"!!";          (* "Hello World!!" *)
Use use Wisely

• Warning: Variable shadowing makes it dangerous to call use more than once without restarting the REPL session.

• It may be fine to repeatedly call use in the same REPL session, but unless you know what you’re doing, be safe!
  – Ex: loading multiple distinct files (with independent variable bindings) at the beginning of a session
  – use’s behavior is well-defined, but even expert programmers can get confused

• Restart your REPL session before repeated calls to use

Debugging Errors

Your mistake could be:

• Syntax: What you wrote means nothing or not the construct you intended

• Type-checking: What you wrote does not type-check

• Evaluation: It runs but produces wrong answer, or an exception, or an infinite loop

Keep these straight when debugging even if sometimes one kind of mistake appears to be another

Play around

Best way to learn something: Try lots of things and don’t be afraid of errors

Work on developing resilience to mistakes
  – Slow down
  – Don’t panic
  – Read what you wrote very carefully

Maybe watching me make a few mistakes will help…

Boolean Operations

<table>
<thead>
<tr>
<th>Operation</th>
<th>Syntax</th>
<th>Type-checking</th>
<th>Evaluation</th>
</tr>
</thead>
<tbody>
<tr>
<td>andalso</td>
<td>e1 andalso e2</td>
<td>e1 and e2 must have type bool</td>
<td>Same as Java’s e1 &amp;&amp; e2</td>
</tr>
<tr>
<td>orelse</td>
<td>e1 orelse e2</td>
<td>e1 and e2 must have type bool</td>
<td>Same as Java’s e1</td>
</tr>
<tr>
<td>not</td>
<td>not e1</td>
<td>e1 must have type bool</td>
<td>Same as Java’s !e1</td>
</tr>
</tbody>
</table>

• not is just a pre-defined function, but andalso and orelse must be built-in operations since they cannot be implemented as a function in ML.
  – Why? Because andalso and orelse “short-circuit” their evaluation and may not evaluate both e1 and e2.

• Be careful to always use andalso instead of and.
• and is completely different. We will get back to it later.
**Style with Booleans**

Language does not need `andalso`, `orelse`, or `not`.

Using more concise forms generally much better style.

And definitely please do not do this:

```plaintext
(* just say e (!!!) *)
if e
then true
else false
```

**Comparisons**

For comparing `int` values:

```
=  <>  >  <  >=  <=
```

You might see weird error messages because comparators can be used with some other types too:

- `> < >= <=` can be used with `real`, but not `1 int` and `1 real`
- `= <>` can be used with any “equality type” but not with `real`
  - Let’s not discuss equality types yet